

LEGO ISLAND II Sample Script

SCENE: After Rebuilding the Town Hall / Transition to Castle

A Res-Q team member comes running forward. Heavy breathing and a slight "beep- beep-beep", etc. is heard in the background. His voice gets louder as he approaches

File	Type	Character	Line
	SFX	---	" Beep-beep-beep. Dash-Dash-Dash. Beep-beep- beep.
	VO	Res-Q	"(Heavy breathing) O.K.- Hooey. O.K., wait a minute."

He stops, bends over with hands on knees, shakes his head, stands up straight, wipes his brow and says:

File	Type	Character	Line
	VO	Res-Q	"O.K., Let me catch my breath... Hooo. O.K., I'm fine now. Thank you very, very much for the Res-Q center oh, and one more thing... Heeeeeeeeeeeelp!!!."

He hops and down rapidly delivering his lines and starts walking fast towards the speedboat

File	Type	Character	Line
	VO	Res-Q	"The Rock Raiders are sending us a signal! They are dangerously low on power and cannot teleport to the surface and that's a deep problem. Hurry we need your help! No time to listen to me- Let's do it!"

Fade to on the speedboat. Motor starts and takes off with a leap. The boat veers to the left, then right and zooms forward. Fish leap about, one lands on deck and the radio crackles on...

FIRST PASS ROUGH DRAFT OF TRANSITION SCENE SAMPLE SCRIPT

File	Type	Character	Line
	VO only	Radio/RR VO only	"(crackle) Rock Raiders (sputters, crackle) surface(hums)...power (beep) danger (Crackles out) heeeelp!"

Rock Raider Island comes into view and we
FADE TO GAME